

FIG. 1

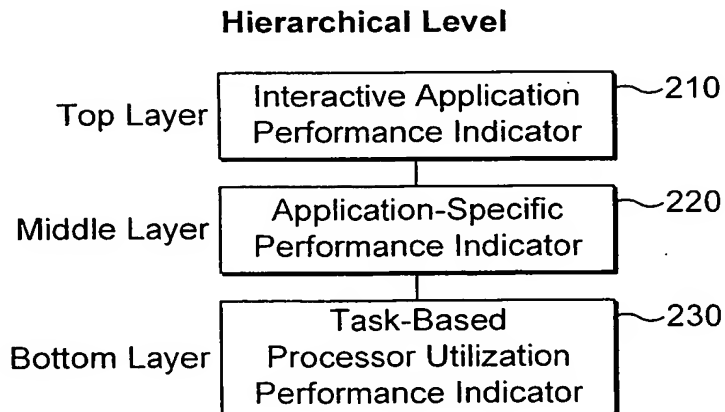


FIG. 2

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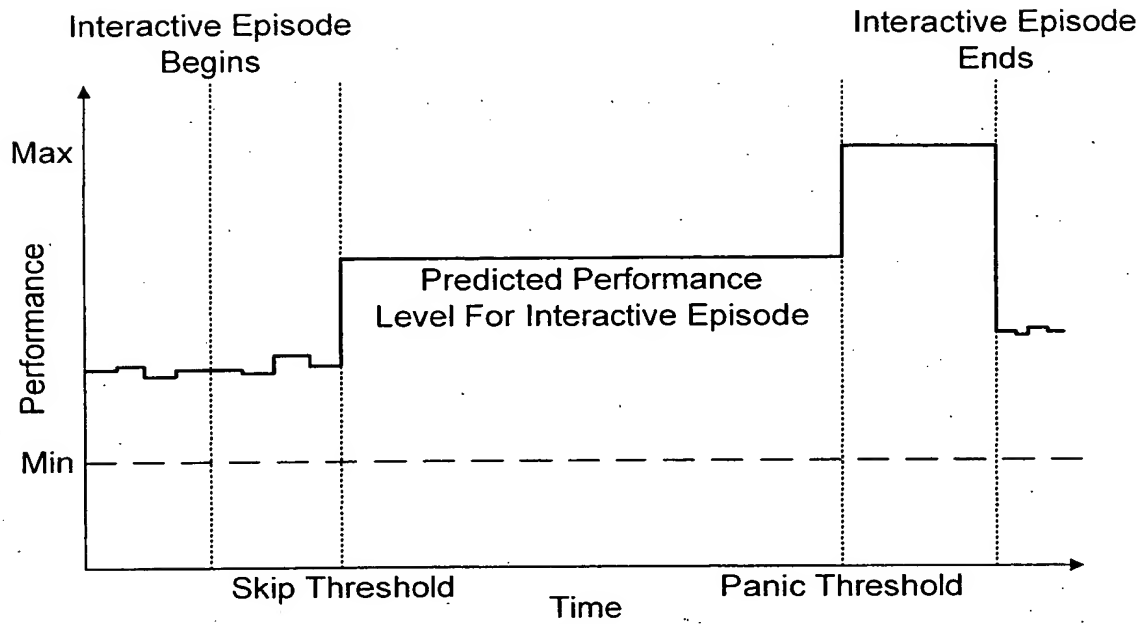


FIG. 3

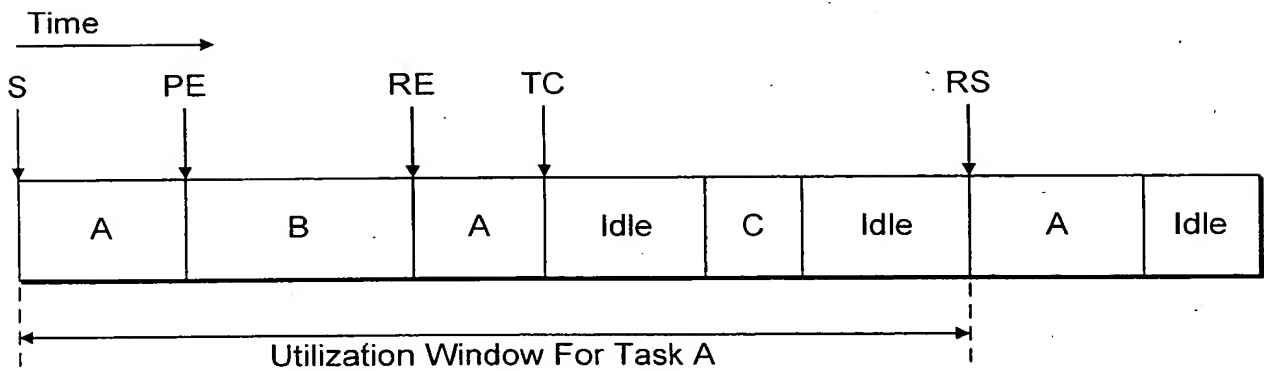


FIG. 4

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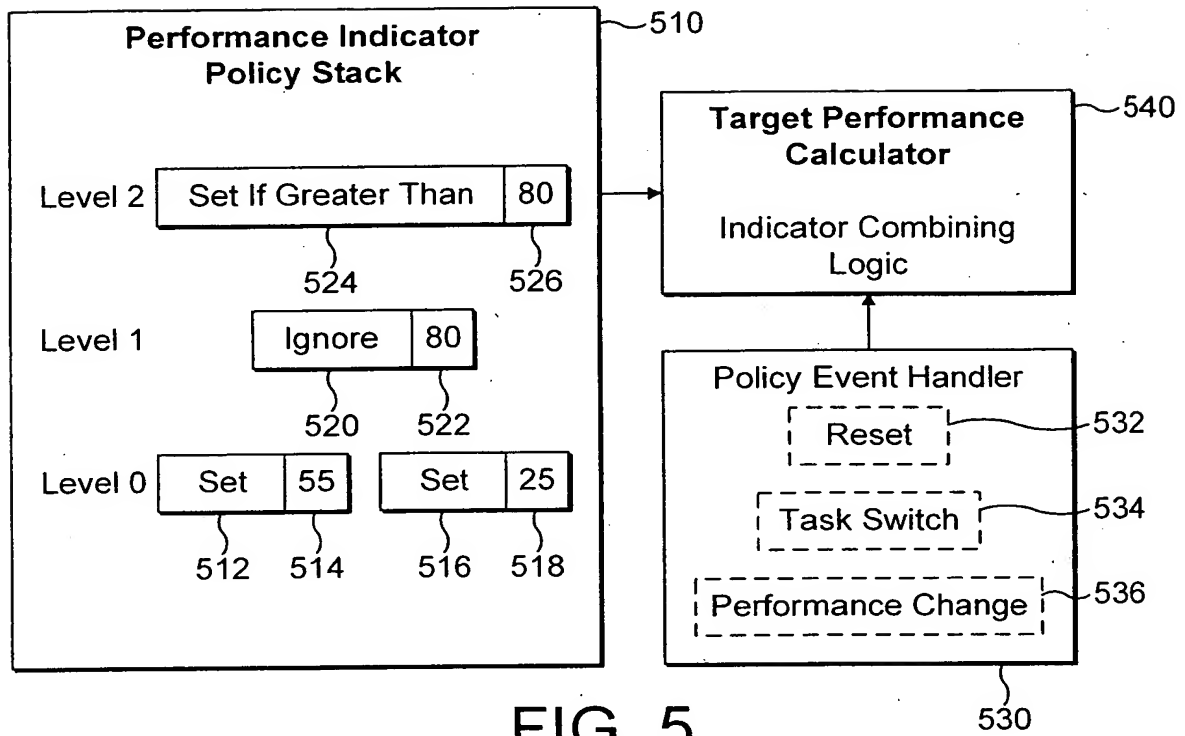


FIG. 5

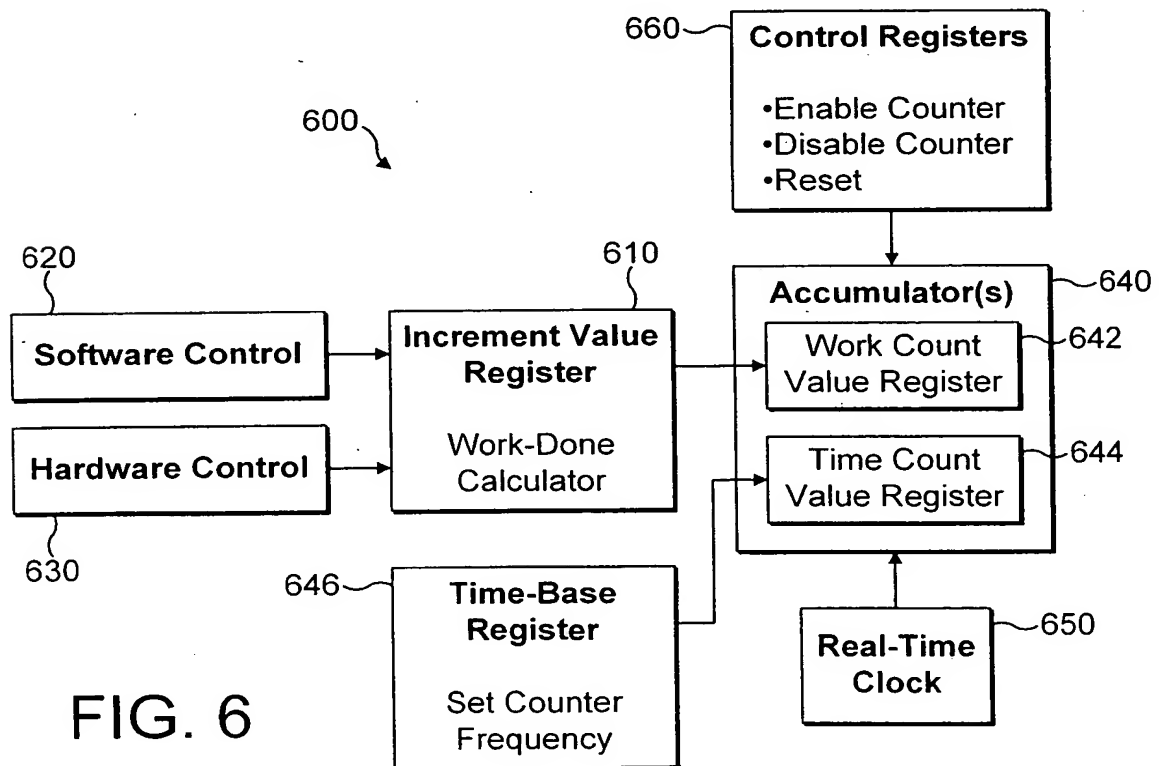


FIG. 6

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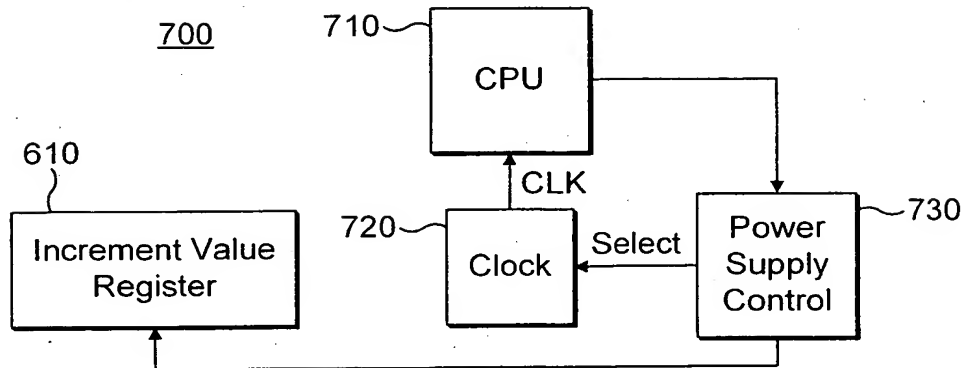


FIG. 7

		Execution Statistics			MPEG Decode	
		Length(s)	Idle	Sleep	Ahead(s)	Exactly On Time
Danse De Cable 320x160 +audio	LongRun	247.1	54%	23%	148.10	6
	Present Technique		27%	4%	68.74	1012
Legendary 352x240 +audio	LongRun	19.4	33%	13%	7.20	19
	Present Technique		24%	7%	4.79	65
Red's Nightmare 320x240	LongRun	49.1	48%	36%	26.31	5
	Present Technique		32%	13%	16.53	74
Red's Nightmare 480x360	LongRun	49.3	22%	15%	12.48	87
	Present Technique		18%	11%	8.17	139
Roadkill Turtle 304x240 +audio	LongRun	121.3	46%	19%	64.93	5
	Present Technique		25%	4%	33.34	237
Sentinel 320x240 +audio	LongRun	35.6	28%	10%	11.05	80
	Present Technique		19%	5%	6.32	231
SpecialOps 320x240 +audio	LongRun	60.8	30%	11%	19.01	129
	Present Technique		20%	5%	12.67	305

FIG. 8

	LongRun				Present Technique				Mean Performance Reduction Over LongRun		
	Fraction Of Time At Each Performance Level (Mhz)				Fraction Of Time At Each Performance Level (Mhz)						
	Mean Perf Level	300	400	500	600	Mean Perf Level	300	400		500	600
Danse De Cable	89%	54%	33%	19%	6%	59%	0%	48%	0%	0%	34%
Legendary	96%	79%	17%	3%	0%	82%	0%	8%	88%	4%	15%
Red's Nightmare Small	80%	19%	35%	35%	11%	52%	95%	2%	0%	3%	35%
Red's Nightmare Big	95%	74%	21%	5%	0%	85%	0%	0%	90%	10%	11%
Roadkill Turtle	92%	64%	23%	10%	3%	66%	1%	97%	1%	0%	28%
Sentinel	97%	86%	14%	0%	0%	84%	0%	0%	93%	7%	13%
SpecialOps	96%	83%	14%	2%	1%	83%	0%	2%	93%	4%	14%

FIG. 9

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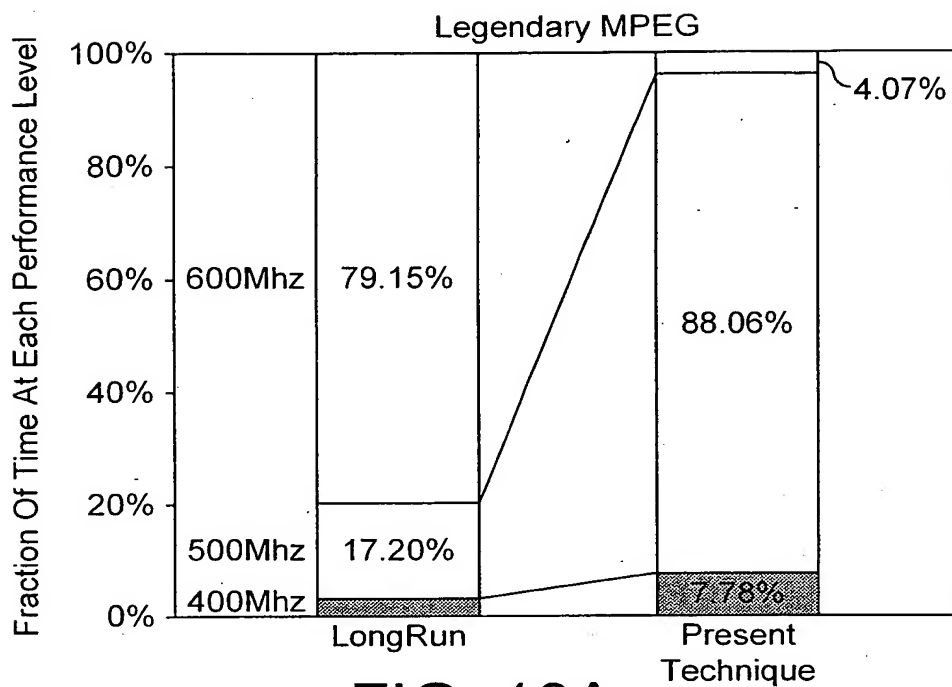


FIG. 10A

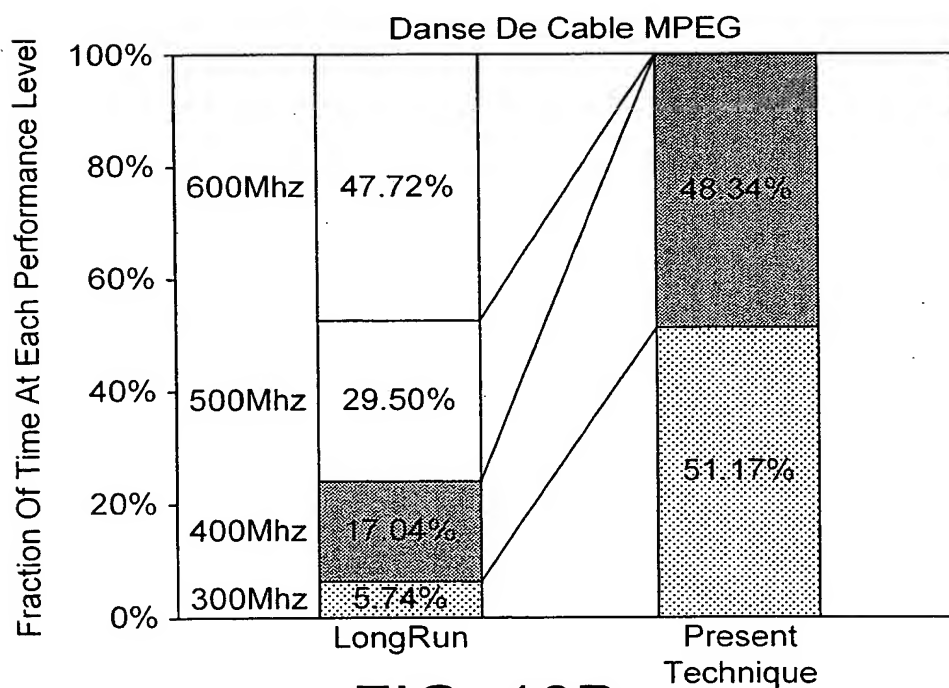


FIG. 10B

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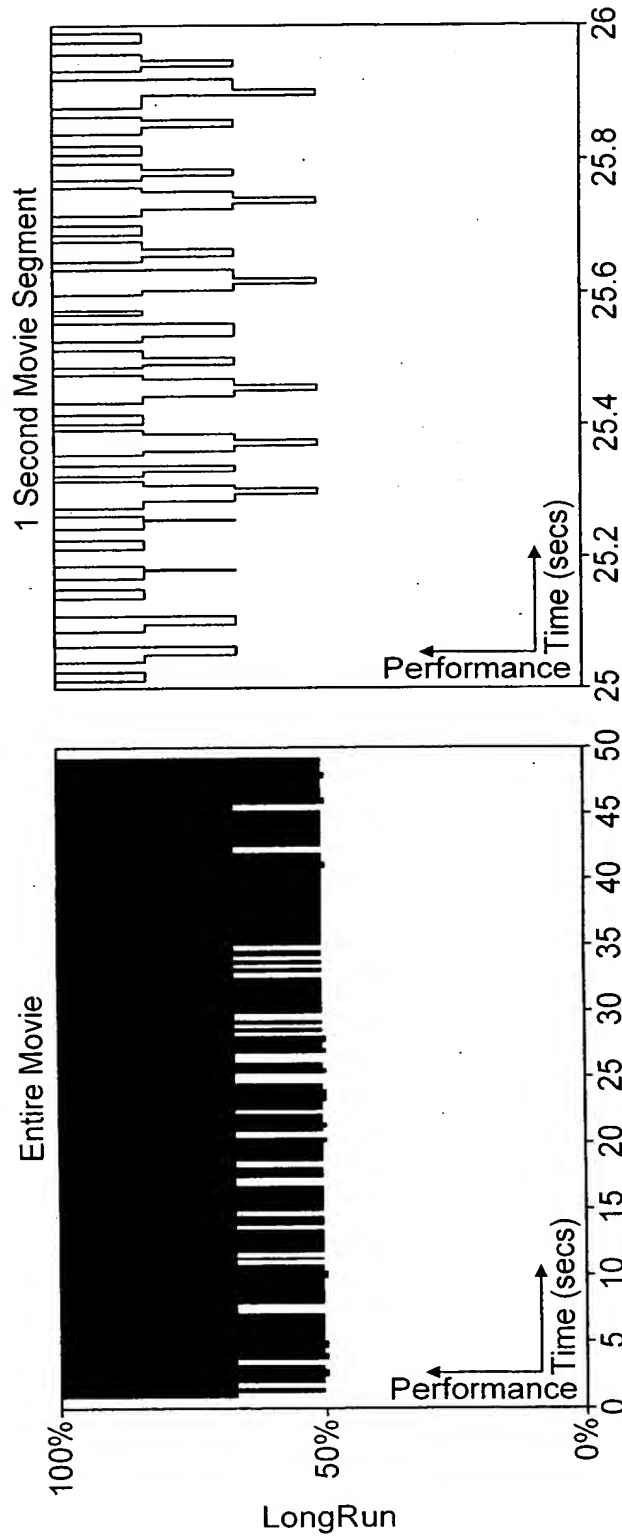


FIG. 11A

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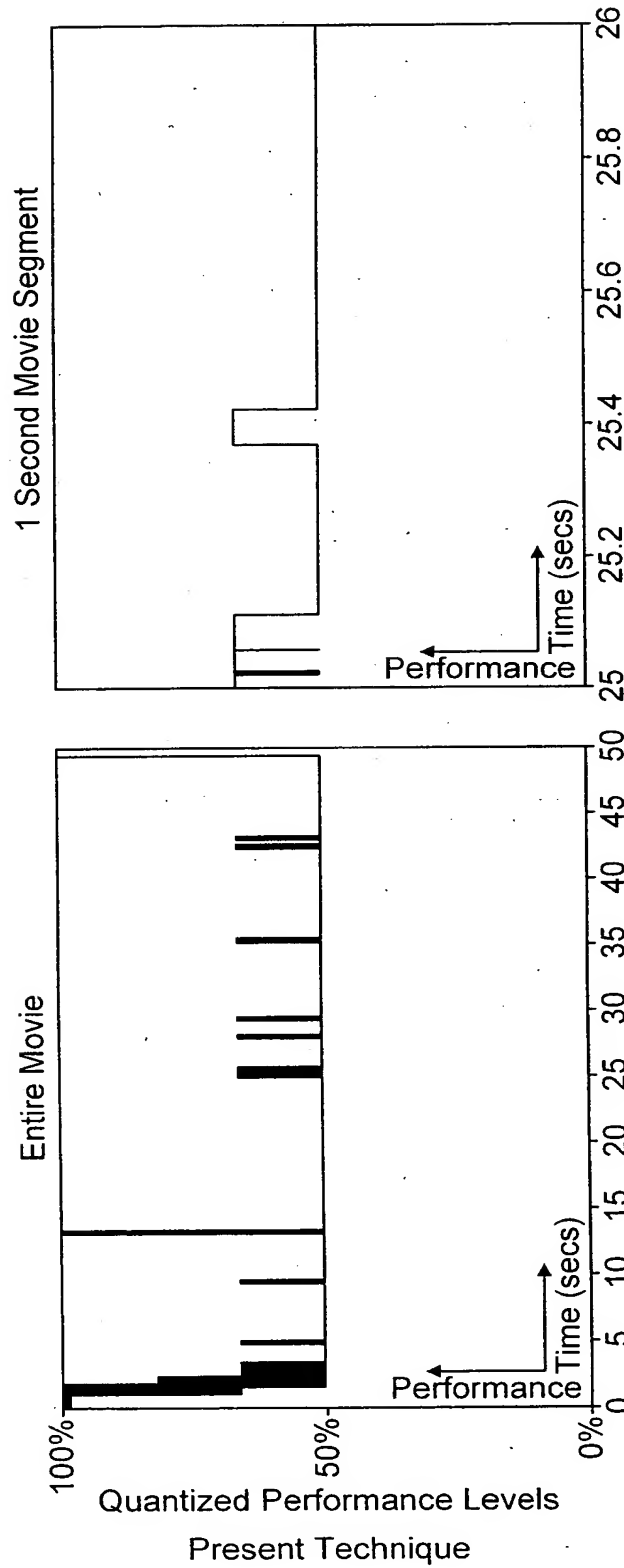


FIG. 11B

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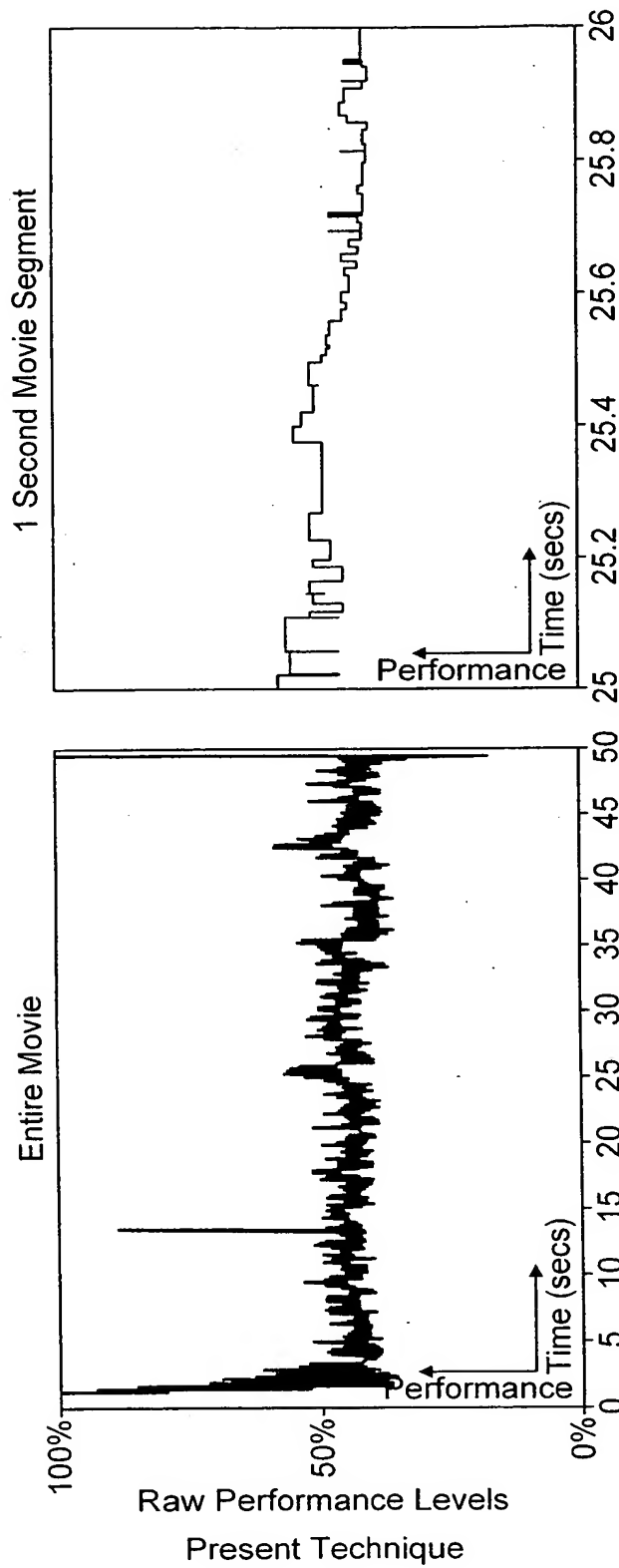


FIG. 11C

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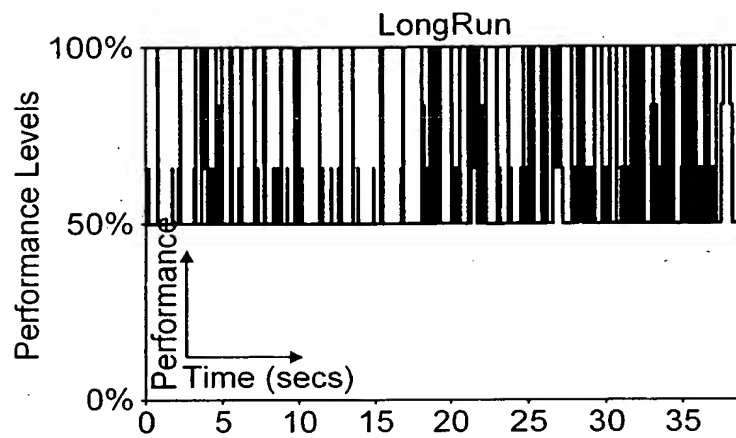


FIG. 12A

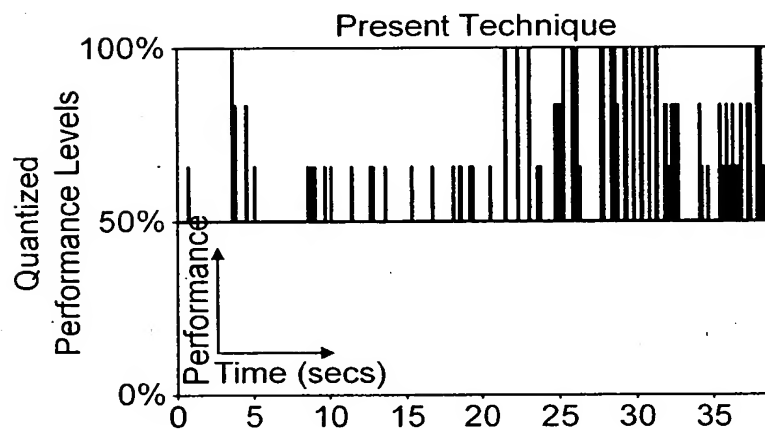


FIG. 12B

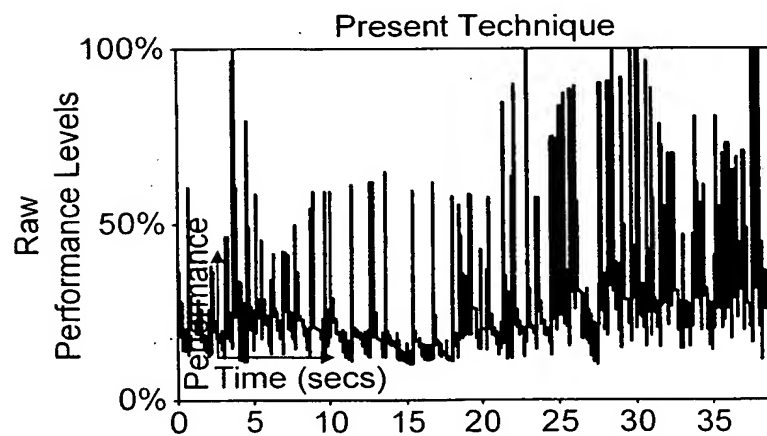


FIG. 12C

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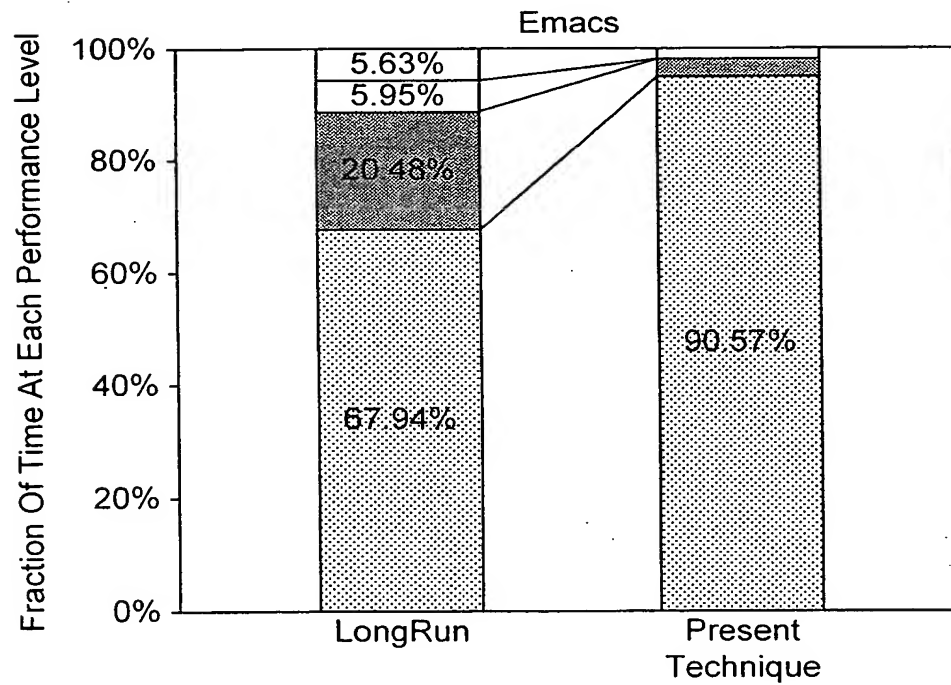
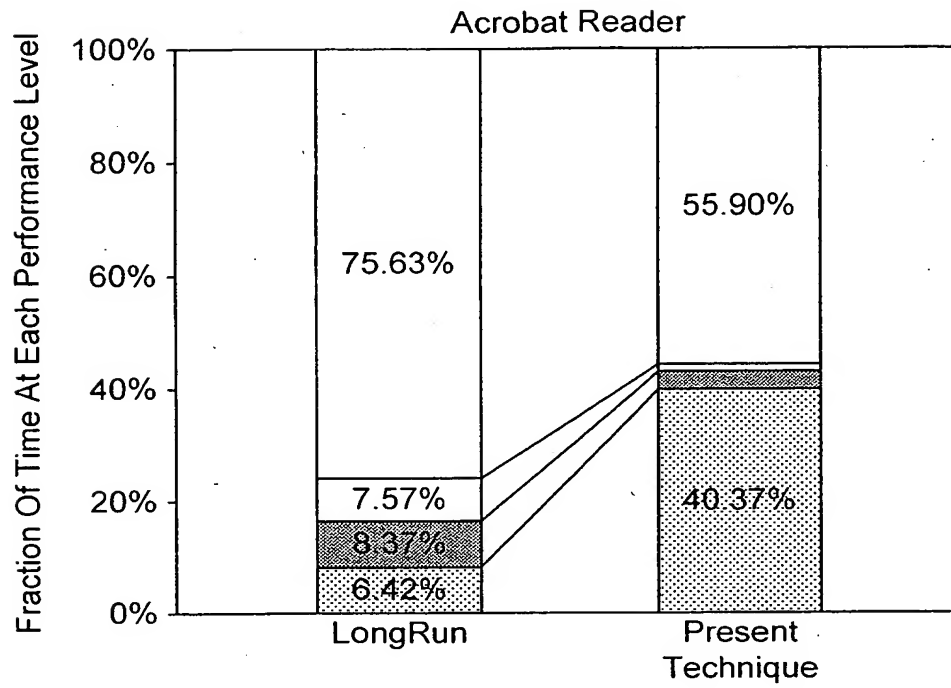


FIG. 13

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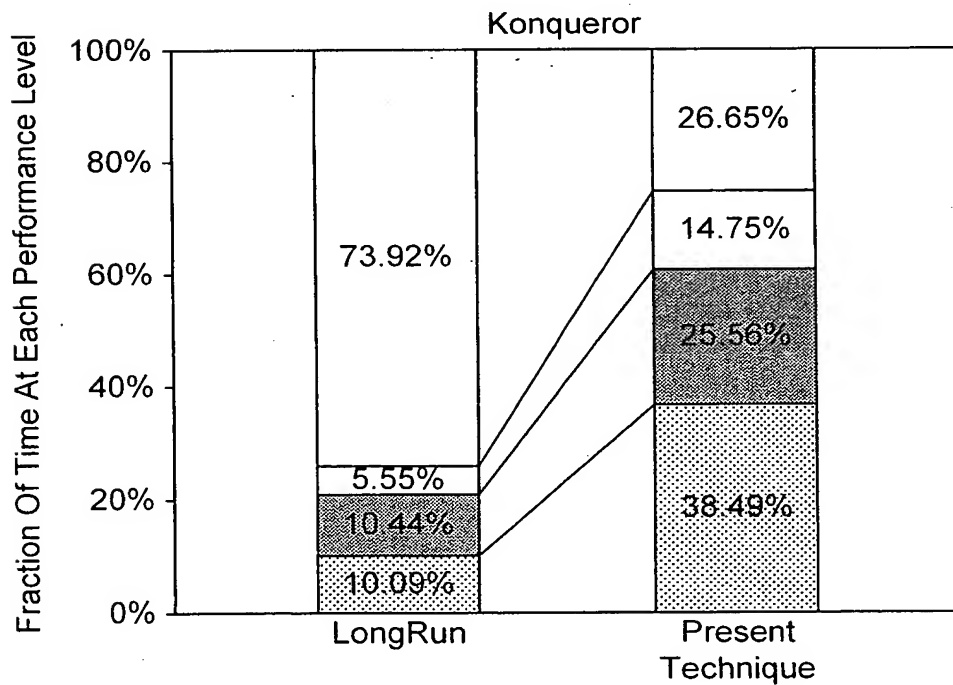
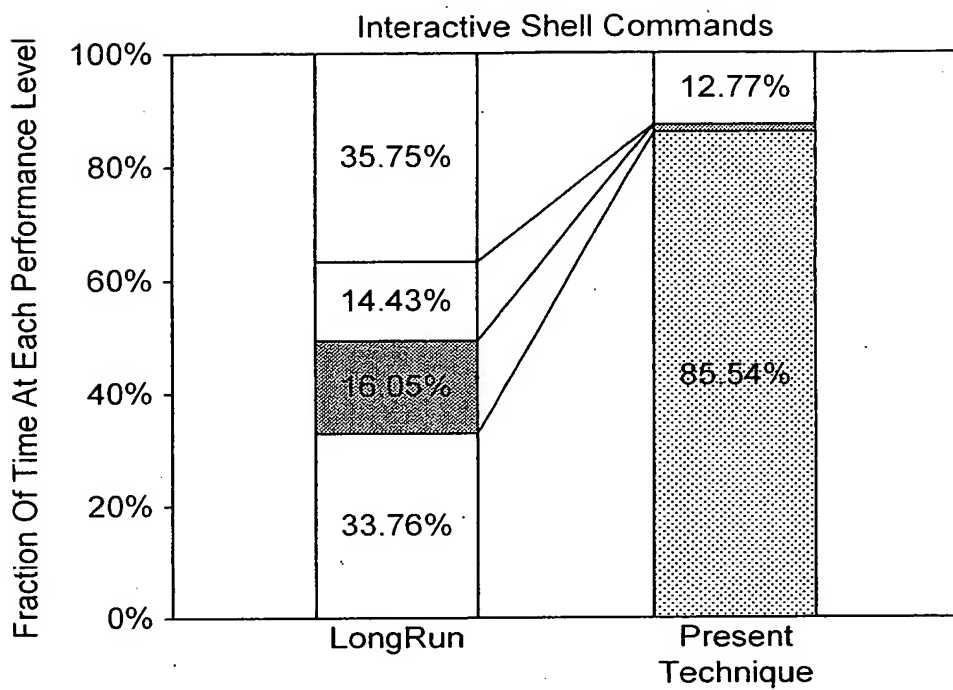


FIG. 13 CONT'D

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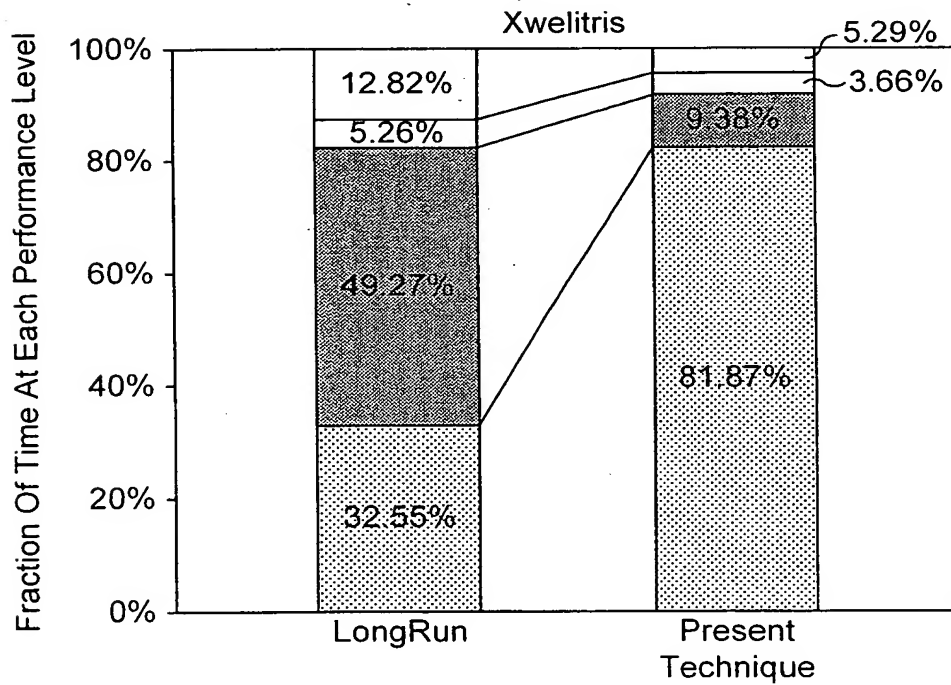
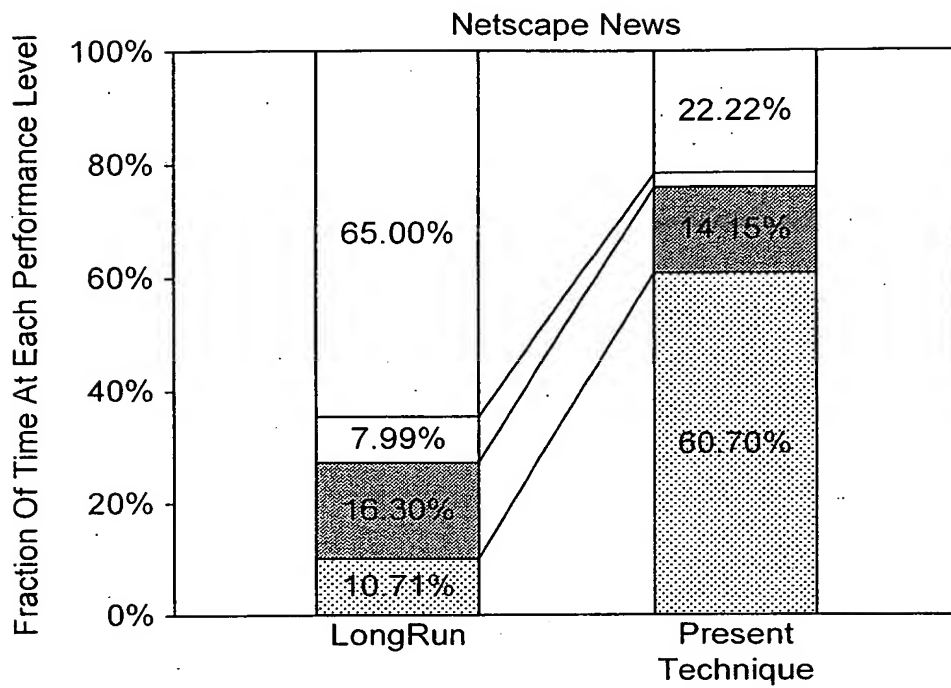


FIG. 13 CONT'D